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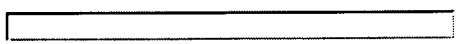

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Proceedings of the 1998 ACM/IEEE conference on Supercomputing (CDROM) November 1998
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Application-level networking is a promising software organization for improving performance and functionality for important network services. The Xok/ExOS exokernel system includes application-level support for standard network services, while at the same time allowing application writers to specialize networking services. This paper describes how Xok/ExOS's kernel mechanisms and library operating system organization achieve this flexibility, and retrospectively shares our experiences an ...

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This paper evaluates performance characteristics of the Compaq ES40 shared memory multiprocessor. The ES40 system contains up to four Alpha 21264 CPU's together with a high-performance memory system. We qualitatively describe architectural features included in the 21264 microprocessor and the surrounding system chipset. We further quantitatively show the performance effects of these features using benchmark results and profiling data collected from industry-standard commercial and t ...

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Shubhendu S. Mukherjee , Babak Falsafi , Mark D. Hill , David A. Wood
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Historically, processor accesses to memory-mapped device registers have been marked uncachable to insure their visibility to the device. The ubiquity of snooping cache coherence, however, makes it possible for processors and devices to interact with cachable, coherent memory operations. Using coherence can improve performance by facilitating burst transfers of whole cache blocks and reducing control overheads (e.g., for polling).This paper begins an exploration of network interfaces (NIs) that u ...

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Francesco Quaglia , Andrea Santoro , Bruno Ciciani
Proceedings of the sixteenth workshop on Parallel and distributed simulation May 2002

Recently, a Checkpointing and Communication Library (CCL) to support optimistic parallel simulation on myrinet based clusters has been presented. Beyond classical low latency message delivery functionalities, this library additionally offers CPU offloaded checkpointing functionalities based on data transfer capabilities provided by a programmable DMA engine on board of myrinet network cards. A re-synchronization functionality is also supported for both logical (i.e. data consistency) and practic ...

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Networking systems such as Ensemble, the *x*-kernel, Scout, and Click achieve flexibility by building routers and other packet processors from modular components. Unfortunately, component designs are often slower than purpose-built code, and routers in particular have stringent efficiency requirements. This paper addresses the efficiency problems of one component-based router, Click, through optimization tools inspired in part by compiler optimization passes. This pragmatic approach can res ...

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This paper examines how VI-based interconnects can be used to improve I/O path performance between a database server and the storage subsystem. We design and implement a software layer, DSA, that is layered between the application and VI. DSA takes advantage of specific VI features and deals with many of its shortcomings. We provide and evaluate one kernel-level and two user-level implementations of DSA. These implementations trade transparency and generality for performance at different degrees ...

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Sidney Cadot , Frits Kuijlman , Koen Langendoen , Kees van Reeuwijk , Henk Sips
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The ENSEMBLE communication library exploits overlapping of message aggregation (computation) and DMA transfers (communication) for embedded multi-processor systems. In contrast to traditional communication libraries, ENSEMBLE operates on *n*-dimensional data descriptors that can be used to specify often-occurring data access patterns in *n*-dimentional arrays. This allows ENSEMBLE to setup a three-stage pack-transfer-unpack pipeline, effectively overlapping message aggregation and D ...

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